

Active learning & ICT-enhanced teaching: M-learning & gamification by Universitat de Barcelona

Syllabus

Schedule

	Tuesday 9 February	Tuesday 16 February	Tuesday 23 February
9:00-11:00	Online teaching experiences	Levels of online interactivity	Presentations - Breakouts
11:00 - 13:00	PIC RAT Model	Interactive video & breakouts	Advice for online teaching

Objectives

Participants will be able

- to discuss how to **activate learning** in an online format
 - to share our **online teaching experiences** during this period of confinement
 - to implement **m-learning & gamification** in an online format
- to design tasks with different **mobile apps** for active learning
- to design a **digital breakout** using gamification elements

This course will be very practical in nature putting participants in the role of learners so later they can reflect on the teaching procedures.

Overview

Session 1: Sharing experiences and the PICRAT model

During the first session the participants will discuss about the concept of *online active learning* and we will introduce the PICRAT model as a way to plan tasks with technology in a meaningful way.

Session 2: Through the screens: activating and interacting

The second session will focus on online strategies to activate learning and enhance interactivity with the material and interaction with the learners. We will introduce different apps and resources to build up meaningful learning tasks and will have some hands-on experience working with some online tools: e.g. *edupuzzle*, and breakouts with *Genial.ly*.

Session 3: Presenting our tasks and building our advice list

On the third day participants will present the design of their breakouts. We will also build a list of useful advice to teach online in an effective way as a final summary of this online course.